

Nova Scotia Pony Club

Quiz Rules 2018



January 2018

Definition

Quizzes are competitive events staged to test a Pony Clubber's theoretical knowledge of horsemanship and of various Pony Club and Equestrian related activities.

Quiz is the one event where all members, even those without a horse can compete. It is a great opportunity for all members to be involved and meet members from other clubs.

Aims and Objectives

- Give Pony Club members from the Nova Scotia Region the opportunity to demonstrate their knowledge of horses in a friendly and competitive environment.
- Allow Pony Club members and their educators to expand their knowledge and share it with other members.
- Gather Pony Club members from the Nova Scotia Region in a fun, social and interactive manner.

Representation

Each Pony Club branch will be represented by the District Commissioner or a duly authorized representative, who will deal with Quiz organizers as necessary. Each team participating in Quiz is expected to provide volunteers for the day of Quiz to help run the Games Stations and the ID Tables.

Parental Code of Conduct

Loyalty, character and sportsmanship are intended to represent the goals of Nova Scotia Region Pony Club for active members and should therefore be the basis for the standard of conduct of their parents. Pony Club is a volunteer organization and depends on parents to help, where fairness takes precedence over competitiveness, and teaching by example is required to foster caring and good will for all. Parents should therefore abide by the guidelines stated in the Canadian Pony Club Parental Code of Conduct.

ELIGIBILITY OF COMPETITORS AND TEAMS

There may be 5 levels of competition at a Nova Scotia Quiz: E/D, D1, D2, C and A/B. Each Pony Club branch in the Nova Scotia Region is invited to send any number of teams at each level being offered.

- The levels in Quiz are based on age and knowledge level:
 - A/B level for the oldest and most experienced,
 - C level for the intermediates, and
 - E/D, D1, D2 level is for the youngest and least experienced
- There are to be four members on each team with the exception of the C and A/B teams which may have three members.
- Pony Club branches may send a mixed team at the Pony Club level of the most senior member of the team.
- Pony Club branches unable to have a complete team may combine with another Pony Club branch to submit a mixed (or scramble) team.
- If a member wishes to compete but their branch cannot field a full team, that member (and that branch) must be willing to join (or scramble) with members of another branch.
- Pony Clubbers may compete at a level **above** their Pony Club tested level; however, they may not compete at a level below their Pony Club tested level. Once a Pony Clubber has competed at a higher level they **may not** return to a lower level of competition.

National Qualifier and Eligibility

The Canadian Pony Club National Quiz is hosted annually over the Thanksgiving weekend. There are two levels of competition at the National Quiz: "C" and "A/B". Each Region is invited to send one team for each level, with the host Region being allowed to send two teams at each level.

Each year one or more Nova Scotia Regional Quiz's designated as a National Qualifier will be used to determine eligibility to attend the National Quiz. Nova Scotia Quiz is scored on a "points above average" system to determine overall Regional placing's.

- All ages are prior to January 1 of the competition year
- The highest SM rating will be used to determine a member's Quiz level.
- Any member interested in attending National Quiz must fill out the Intent form and return to the Regional Quiz Chair by the indicated deadline. No late applications regardless of the reason will be accepted.
- C teams to be comprised of 4 members.
- A/B teams to be comprised of 3 to 4 members. Best 3 scores will count toward the team scores.
- Individual entries for the A/B level are also welcomed for scramble teams.
- The minimum age for National C Quiz is 12 years old prior to January 1st of the competition year.
- Minimum age for A/B is 16 years old prior to January 1st of the competition year. The exception would be a Pony Clubber less than 16 years old who has a current A/B stable management level and is required to compete at the A/B level. Any exception must be approved by the Club DC and the Regional Quiz Chair.
- Members from 21-25 may only be part of the A/B Team regardless of Pony Club level.

- Members who have competed at the National “C” level 3 times will not be given priority for Regional team selections. This is to allow other members the opportunity to attend a National competition. This member may be selected for National Quiz attendance if:
 - There are not enough alternate qualifiers to complete a Regional team
 - Another region is looking for additional members to complete a scramble team.
 - Nova Scotia is the hosting Region and may send multiple teams
- Members may compete at a level above their own Pony Club rating; however, they may not compete at a level below their Pony Club rating. If a "C" team member attains his/her "B" level after having qualified for the regional "C" team, he/she may compete at the "C" level for that year.
- Should a member agree to participate on the NSPC Regional Quiz team (at the time of being notified of qualifying) and then change their mind for other than medical/acceptable reasons, they will not be permitted to participate on the team in the following year.
- Each Regional team must have a chaperone who is 25 years or older by the time of the competition. All chaperones will be expected to help run the Games Stations and the ID Tables at National Quiz. Regional Quiz Chair has first opportunity as chaperone to allow for networking with the other Regional Quiz Chairs.
- National Quiz rules are available as a download from the National website.
<http://www.canadianponyclub.org/resources.php?page=downloads&topic=quiz>

National Quiz may also invite Regions to send a **Horsemasters** team.

- Teams will be comprised of 3 or 4 members with the best three scores to count as for A/B
- Scoring will be the same as for Active Members
- Horsemasters will not directly compete with the youth
- Regions may send teams of C level or A/B level
- Regions may get together to make up teams
- HM teams will not be required to have a chaperone
- Members of HM teams cannot be chaperones for other teams.

Scoring

Overall team scores will be the accumulation of the marks from the individual written portion, the individual visual or ID portion, and the team games portion. Individual placings are based on the written and ID portion only.

Ties will be broken based on written scores, then on ID scores.

Qualifier scoring is based on National guidelines with the written phase worth 40 points, ID phase worth 30 points, and games worth 30 points.

There must be a minimum of ten games, all of which are completed as a team. However many games chosen, all games must be weighted equally.

Scores from the Games section do not count toward individual's scores.

Written Phase

Written tests may be a combination of multiple choice, fill in the blanks, "also known as", "odd one out", labelling diagrams and true or false. They will address as many facets of horsemanship as possible.

Markers will be provided with answer sheets and they will initial each test they mark.

A second marker will verify the score.

All diagrams used should be clear, concise and large enough to be discernible in order that members may correctly label them.

ID/Visual Phase

The ID test should be designed to determine the competitor's practical working knowledge of horses and riding. Articles should be collected from as many areas of horsemanship as possible. These articles may include pieces of tack or equipment from any discipline: Should be themed; e.g.: farrier's tools, veterinary utensils, bits, feed, etc.

It is imperative that the names of each article are researched thoroughly and that all correct names are given equal marks (i.e.: bell boot may also be listed as over-reach boot).

This test must be set up so that there is a list of possible answers from which the candidate may choose. This format makes marking much easier.

Because this is an individual test, it is important that team members remain separate throughout the test. This is most easily facilitated if the testing area is not over crowded.

Games

The purpose of the games phase is to provide the competitors with an entertaining, interactive experience that encourages a strong knowledge of horses.

Games generally follow the idea of game shows, puzzles, etc. There is a comprehensive list of games in the National Quiz Handbook. Here are some suggested formats:

- Win, Lose or Draw
- Jeopardy
- What Does This Stand For?
- Famous Horses and Riders
- Crazy Horse Parts
- Memory Games

Queries & Protests (for Qualifiers)

Queries and protests may be submitted to the Regional Quiz Chair or the Chair representative no later than 30 minutes after the handing out of the marked tests.

Queries or Protests may be made for the following reasons only:

1. Incorrect total score on test sheet
2. Incorrect phase score
3. Incorrect overall score
4. Answer on test marked incorrectly but is identical to correct answer on the official answer sheet, which will be handed out along with the marked tests.

OR

5. Answer differs from the official answer sheet, but authorized protester provides proof that the answer is contained in one of the authorized resources (from Testing Procedures) and has the actual resource on hand to present to Quiz organizers within the 30-minute protest period.

The review panel in the above situations will be composed of the Regional Quiz Chair, the chief scorer and another responsible person appointed by the Quiz Chair, who is not the member's or team's DC.

Penalties

Unsportsmanlike conduct (i.e.: cheating) and inappropriate behaviour will result in the following actions:

1. The member and the DC or representative will meet with the organizer and regional Quiz Chair
2. The member will receive a score of 0 on the phase where the behaviour occurred.

The District Commissioner, or their duly authorized representative, will ensure that their teams and members appear at the designated test locations in a timely manner. **Testing rooms will not be re-opened** for individuals or teams who miss test phases.

Cell phones and other communication devices are **not allowed** in the competition rooms. Use of a cell phone will receive the same penalty as unsportsmanlike conduct.

Chaperones should ensure that their teams are aware of these rules.

Tips for Running a Successful Quiz

1. Make location and space arrangements well in advance of the quiz.
2. Prepare and make entries available to all Pony Club members through a posting on the regional web page. Provide sufficient time for returning entries.
3. Make all questions as clear and specific as possible. Ambiguous questions lead to difficulties in marking and protests.
4. When asking questions about disciplines make sure you weigh them equally for each discipline, i.e., do not have two pages on Prince Philip Games and two questions on Rally.
5. Do not schedule too tightly as things will go wrong and delays may wreck your schedule if you have not allowed some extra time.
6. Colour code your sheets, e.g., yellow for D's, green for C's and pink for A/B's. This makes sorting easier and members can see immediately if they have the wrong sheets.
7. Run your scoring on a computer through the scoring program available from the National Office.
8. When running stations where the teams or individuals go from place to place, be sure to have a start buzzer and an end buzzer with sufficient time in between for the competitors to get from station to station. Try to be sure that the people running each station clearly understand how to run their station.
9. When marking the written tests, it works well to have a single person mark the same section on every test.
10. Enjoy the quiz.

Attachment 1:

Canadian Pony Club Operations Manual Parental Code of Conduct

The Canadian Pony Club motto, Loyalty, Character, sportsmanship, is intended to represent the goals of the organization for active members and should therefore also be the basis for parents' standards of conduct. The Pony Club is a volunteer organization and depends on parents to help, where fairness should take precedence over competitiveness and teaching by example will foster caring and respect for all. Parents should therefore agree to abide by the following guidelines:

I will:

- . Be a positive role model for my child and other members by respecting coaches, officials, volunteers and leaders; their authority and decisions; the rules and regulations under which the Canadian Pony Club operates.
- . Agree to discuss any disputes/appeals at a suitable, agreed-upon time with the correct officials, within the appropriate level of the Pony Club organization, without resorting to hostility or violence.
- . Always remember that Pony Club activities are intended to be educational, safe and fun to benefit the active members rather than parents.
- . Demand a drug, alcohol and tobacco-free environment for Pony Club activities.
- . Respect the horses and ponies and show humane care for them at all times.
- . Respect the property and equipment used in any activities, considering safety uppermost in all situations.
- . Be knowledgeable about the rules of the discipline or competition my child is taking part in and encourage my child to know, be familiar with, and follow these rules.
- . Promote the physical and emotional well-being of my child, other members and horses ahead of any personal desire to win or succeed in any activity.
- . Teach my child that taking part, learning and showing sportsmanship in all competitions, testing situations, clinics, etc. is more important than winning.
- . Praise all active members equally for trying hard and competing fairly.
- . Inform officials as soon as possible if I or my child is unable to fulfill commitments or attendance at events.
- . Help my child and others to understand the satisfaction of cooperation, group work and team spirit in achieving personal goals and growth, and good results.
- . Volunteer my services and skills, whether equine-related or not, whenever possible.

I will not:

- . Force my child or other members to take part in activities with which they are not comfortable, or disrespect the decisions of coaches/officials concerning the skills and abilities of my child or other members.
- . Undermine the authority of coaches/officials by interfering with, or coaching any members from the sidelines, unless I am deemed an official coach at an activity.
- . Dispute the decisions of coaches/officials and volunteers during an event or in front of my child or other active members.
- . Engage in or condone unsportsmanlike behaviours such as booing, taunting, using profane language, refusing to congratulate winners, etc.

Print Name _____

Signature: _____ Date: _____

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Attachment 2:

SELECTING THE NATIONAL C-A/B QUIZ TEAMS- Points Above Average Scoring

Only the individual's written test marks and artifacts/visual marks will be used to qualify for the National Competition. The marking will be weighted to keep in line with National Rules. National Quiz rules are available on the website. Points are awarded on a "points above the average mark" at each quiz (**the average mark of members competing at each quiz who have expressed an interest in National Quiz by returning an application form prior to the deadline). Candidates must attend at least one qualifying quiz in the year in order to have marks to be considered.

Applicants will be awarded with 1 (one) bonus point for attending extra quizzes in the year. The bonus point will be added to the individuals score before the "points above average" mark is calculated at each Regional quiz. In order for applicants to gain the bonus point, they must have already attended one qualifying quiz in that year. Applicants will be awarded with 1 (one) bonus point when they attend their second quiz, and again at their third quiz and so on. The idea of the bonus point is to encourage applicants to attend all quizzes in the year. To clarify, no bonus points will be awarded at the applicant's first quiz. See below for the step by step process and examples of how the "points above the average mark" at each quiz is calculated.

- 1) The Quiz Chair will request individual scores of National quiz applicants (written and artifacts) from the scoring person (s) from each quiz qualifier (to be requested when quiz is complete).
- 2) A bonus point is then added to an applicant's individual score for attending extra quizzes. (See paragraphs above for details)
- 3) The applicant's scores (individual score plus bonus point) at each quiz are averaged. This mark is the average mark at that quiz. (e.g. 79 points)
- 4) The applicants score (e.g. 82 points) is then compared to the 'average score/mark' (e.g. 79 re: above) at that particular quiz and will be +3 (three points above the average mark). An individual mark of 75 would be -4 (4 points below average). An individual mark of 79 would be '0' and the number line indicates where it would stand.....-4, -3, -2, -1, 0, +1, +2, +3, +4 etc.....
- 5) The applicants with the most "points above the average mark" from any quiz will qualify for the team.
- 6) Steps 1-4 will be completed for each Quiz qualifier that is offered in the year.

The Quiz rep will keep a record of all marks/scores and "points above the average mark" from each quiz qualifier for all National Quiz applicants. Each member's highest 'points above average mark' regardless of which quiz the mark was earned at will be their mark towards qualifying for the National Quiz team.

The "points above average" deals with the varying difficulty incurred from one quiz to the next.

ANOTHER EXAMPLE:

The applicants for the National Quiz team and their scores from their second quiz are as follows:

Name	written score	40%	artifacts score	30%	Individual score	bonus point for attending	Score for this quiz
Jane	80/100	32	17/35	14.6	46.6	1.0	47.6
Joan	84/100	33.6	20/35	17.1	50.7	1.0	51.7
June	92/100	36.8	23/35	19.7	56.5	1.0	57.5
Jill did not attend							
John	52/100	20.8	20/35	17.1	37.9	1.0	38.9
Jake	94/100	37.6	21/35	18	55.6	1.0	56.6

252.3 divided by 5 = 50.46

Average mark this quiz 50.46

Name	Score for This quiz	minus: average mark this quiz	Points above/below average mark this quiz
Jane	47.6	50.46	-2.86
Joan	51.7	50.46	1.24
June	57.5	50.46	7.04
Jill did not attend			
John	38.9	50.46	-11.56
Jake	56.6	50.46	6.14

It is advantageous to attend as many quizzes as possible in case marks from one are low, but marks from only one quiz may be used to qualify. Past participation at Regional Quizzes will be considered including attendance at the qualifiers in the case of a tie. So, members who are serious about competing at National "C" Level Quiz should make the commitment to attend all quizzes.

Marks from any qualifying quizzes will count toward qualifying for National Quiz.

Members need to apply for National Quiz prior to the deadline indicated each year.

No late applications regardless of the reason will be accepted, so please read the application carefully and do not leave to the last day to mail.